Francisco Javier
Hernández Murillo
Software Developer

WEB
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CONTACT

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📍 Sevilla

LANGUAGES

Spanish
Native.

English
Professional Proficiency

HOBBIES

D&D.
Resin crafts, mostly dice making.
Anime and Manga.
Games.

ABOUT ME

- Software Developer with a strong foundation in Unity and C#, complemented by my master's degree in video game programming and virtual reality. Currently expanding my skillset into web development and databases.

WORK EXPERIENCE

VR Unity Developer - Visionary Tool - Junior Game Programmer
11/2023 - 05/2024

- Contributed to the complete revamp of a PC game launcher, improving accessibility to all games.
- Implemented immersive VR features, including tutorials, animations, shaders, and material editing.
- Designed a prototype application for VR glasses and PCs, enabling data streaming over the local network.
- Managed workflow using Bitbucket/Gitlab and Trello, focusing on code optimization and innovative game experiences for higher software quality.
- Focused on code optimization and innovative game experiences, enhancing software quality and user experience.

Unity Developer - FunTech Rocket - Internship
04/2023 - 06/2023

- Observer patterns, and event-driven programming.
- Enhanced code quality through refactoring and diligently solved and identified bugs for optimal functionality.
- Managed version control to ensure smooth and efficient project updates.
- Implemented a new save and progress system for the application that connected with Firebase to provide a better service with no errors.

ACADEMIC DATA

Computer Engineering - Computer Technologies
University of Seville - 07/2024 - Currently

Master in Unreal Game Programming and C++
UCAM (Catholic University of Murcia), Affiliate Tokio School
08/2023 - Currently

Master in Unity Game Programming and Virtual Reality
UCAM (Catholic University of Murcia), Affiliate Tokio School
04/2021 - 04/2023

SOFTWARE KNOWLEDGE.

- C#, JavaScript, SQL, Java
- Git, GitHub, Bitbucket, Jira, Trello, Firebase